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1 **Indexing of technical line drawing databases**
Syeda-Mahmood, T.;
Pattern Analysis and Machine Intelligence, IEEE Transactions on , Volume: 21 , Issue: 8 , Aug. 1999
Pages:737 - 751

[Abstract] [PDF Full-Text (384 KB)] **IEEE JNL**

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2 **Turning-point method of optimised multilayer design**
Chen, T.C.;
Optoelectronics [see also IEE Proceedings-Optoelectronics], IEE Proceedings J , Volume: 137 , Issue: 2 , April 1990
Pages:101 - 107

[Abstract] [PDF Full-Text (488 KB)] **IEE JNL**

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3 **Performance measures for training spatial knowledge in virtual environments using Division Inc. and VEGA Marine geometric models**
Henderson, E.; Patrey, J.; Breaux, R.;
Information Visualization, 2000. Proceedings. IEEE International Conference on , 19-21 July 2000
Pages:524 - 528

[Abstract] [PDF Full-Text (620 KB)] **IEEE CNF**

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4 **A neural circuit for coordinating reaching with grasping: autocompensating variable initial apertures, perturbations to target size, and perturbations to target orientation**
Ulloa, A.; Bullock, D.;
Neural Networks, 2001. Proceedings. IJCNN '01. International Joint Conference on , Volume: 2 , 15-19 July 2001
Pages:1047 - 1052 vol.2

[Abstract] [PDF Full-Text (592 KB)] **IEEE CNF**

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1 Refining an object-oriented GIS design model: topologies and field data

Silvia Gordillo, Federico Balaguer

November 1998 **Proceedings of the sixth ACM international symposium on Advances in geographic information systems**

Full text available: pdf(688.95 KB) Additional Information: full citation, references, citings, index terms

2 A polylog time wait-free construction for closed objects

Tushar Deepak Chandra, Prasad Jayanti, King Tan

June 1998 **Proceedings of the seventeenth annual ACM symposium on Principles of distributed computing**

Full text available: pdf(1.34 MB) Additional Information: full citation, references, citings, index terms

3 View planning for automated three-dimensional object reconstruction and inspection

William R. Scott, Gerhard Roth, Jean-François Rivest

March 2003 **ACM Computing Surveys (CSUR)**, Volume 35 Issue 1

Full text available: pdf(517.25 KB) Additional Information: full citation, abstract, references, index terms

Laser scanning range sensors are widely used for high-precision, high-density three-dimensional (3D) reconstruction and inspection of the surface of physical objects. The process typically involves planning a set of views, physically altering the relative object-sensor pose, taking scans, registering the acquired geometric data in a common coordinate frame of reference, and finally integrating range images into a nonredundant model. Efficiencies could be achieved by automating or semiautomating ...

Keywords: View planning, object inspection, object reconstruction, range images

4 An object-oriented approach to VRML development

Curtis Beeson

February 1997 **Proceedings of the second symposium on Virtual reality modeling language**

Full text available: pdf(993.71 KB) Additional Information: full citation, references, citings, index terms

Keywords: Java, Java Script, VRML, external authoring interface, prototype, script

5 Relighting with 4D incident light fields

Vincent Masselus, Pieter Peers, Philip Dutré, Yves D. Willems

July 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 3

Full text available: pdf(8.75 MB) Additional Information: full citation, abstract, references, index terms

We present an image-based technique to relight real objects illuminated by a 4D incident light field, representing the illumination of an environment. By exploiting the richness in angular and spatial variation of the light field, objects can be relit with a high degree of realism.We record photographs of an object, illuminated from various positions and directions, using a projector mounted on a gantry as a moving light source. The resulting basis images are used to create a subset of the full ...

Keywords: image-based techniques, light field, reflectance field, relighting

6 Light field mapping: efficient representation and hardware rendering of surface light fields

Wei-Chao Chen, Jean-Yves Bouguet, Michael H. Chu, Radek Grzeszczuk

July 2002 **ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques**, Volume 21 Issue 3

Full text available: pdf(7.79 MB) Additional Information: full citation, abstract, references, citings, index terms

A light field parameterized on the surface offers a natural and intuitive description of the view-dependent appearance of scenes with complex reflectance properties. To enable the use of surface light fields in real-time rendering we develop a compact representation suitable for an accelerated graphics pipeline. We propose to approximate the light field data by partitioning it over elementary surface primitives and factorizing each part into a small set of lower-dimensional functions. We show th ...

Keywords: compression algorithms, image-based rendering, rendering hardware, texture mapping

7 Light field rendering

Marc Levoy, Pat Hanrahan

August 1996 **Proceedings of the 23rd annual conference on Computer graphics and interactive techniques**

Full text available: pdf(376.59 KB) Additional Information: full citation, references, citings, index terms

Keywords: epipolar analysis, holographic stereogram, image-based rendering, light field, vector quantization

8 Computing the velocity field along contours (abstract only)

Ellen C. Hildreth

January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1

Full text available: pdf(3.92 MB) Additional Information: full citation, abstract

In this paper, we present a computational study of the measurement of motion. Similar to other visual processes, the motion of elements is not determined uniquely by information in the changing image; additional constraint is required to compute a unique velocity field. Given this global ambiguity of motion, local measurements from the changing image cannot possibly specify a unique local velocity vector, and in fact, may only specify one component of velocity. Computation of the full two-dimens ...

9 Image-based transparency and refraction: Acquisition and rendering of transparent and refractive objects

Wojciech Matusik, Hanspeter Pfister, Remo Ziegler, Addy Ngan, Leonard McMillan
July 2002 **Proceedings of the 13th Eurographics workshop on Rendering**

Full text available: pdf(16.22 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper introduces a new image-based approach to capturing and modeling highly specular, transparent, or translucent objects. We have built a system for automatically acquiring high quality graphical models of objects that are extremely difficult to scan with traditional 3D scanners. The system consists of turntables, a set of cameras and lights, and monitors to project colored backdrops. We use multi-background matting techniques to acquire alpha and environment mattes of the object from mul ...

10 On the estimation of dense displacement vector fields from image sequences (abstract only)
H. H. Nagel
January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1

Full text available: pdf(3.92 MB) Additional Information: full citation, abstract

Based on recent experimental as well as theoretical investigations, a generalization of previously published approaches towards the estimation of displacement vector fields is formulated. The calculus of variation allows to transform this approach into a set of two partial differential equations for the two components of the displacement vector field. Some simplifying assumptions facilitate the derivation of an iterative solution approach which can be studied in closed form.

11 Adapting optical-flow to measure object motion in reflectance and x-ray image sequences (abstract only)
Nancy Cornelius, Takeo Kanade
January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1

Full text available: pdf(3.92 MB) Additional Information: full citation, abstract

This paper adapts Horn and Schunck's work on optical flow to the problem of determining arbitrary motions of objects from 2-dimensional image sequences. The method allows for gradual changes in the way an object appears in the image sequence, and allows for flow discontinuities at object boundaries. We find velocity fields that give estimates of the velocities of objects in the image plane. These velocities are computed from a series of images using information about the spatial and temporal bri ...

12 Computational strategies for object recognition
Paul Suetens, Pascal Fua, Andrew J. Hanson
March 1992 **ACM Computing Surveys (CSUR)**, Volume 24 Issue 1

Full text available: pdf(6.37 MB) Additional Information: full citation, abstract, references, citings, index terms, review

This article reviews the available methods for automated identification of objects in digital images. The techniques are classified into groups according to the nature of the computational strategy used. Four classes are proposed: (1) the simplest strategies, which work on data appropriate for feature vector classification, (2) methods that match models to symbolic data structures for situations involving reliable data and complex models, (3) approaches that fit models to the photometry and ...

Keywords: image understanding, model-based vision, object recognition

13 Three-dimensional object recognition
Paul J. Besl, Ramesh C. Jain
March 1985 **ACM Computing Surveys (CSUR)**, Volume 17 Issue 1

Full text available: pdf(7.76 MB) Additional Information: full citation, abstract, references, citings, index terms, review

A general-purpose computer vision system must be capable of recognizing three-dimensional (3-D) objects. This paper proposes a precise definition of the 3-D object recognition problem, discusses basic concepts associated with this problem, and reviews the relevant literature. Because range images (or depth maps) are often used as sensor input instead of intensity images, techniques for obtaining, processing, and characterizing range data are also surveyed.

14 Object-focused interaction in collaborative virtual environments

Jon Hindmarsh, Mike Fraser, Christian Heath, Steve Benford, Chris Greenhalgh

December 2000 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 7 Issue 4

Full text available: pdf(981.30 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper explores and evaluates the support for object-focused interaction provided by a desktop Collaborative Virtual Environment. An experimental "design" task was conducted, and video recordings of the participants' activities facilitated an observational analysis of interaction in, and through, the virtual world. Observations include: problems due to "fragmented" views of embodiments in relation to shared objects; participants compensating with spoken accounts ...

Keywords: CSCW, embodiment, objects, shared spaces, social interaction, user interface design, virtual reality

15 CAVEvis: distributed real-time visualization of time-varying scalar and vector fields using the CAVE virtual reality theater

Vijendra Jaswal

October 1997 **Proceedings of the 8th conference on Visualization '97**

Full text available: pdf(1.23 MB) Publisher Site Additional Information: full citation, references, citings, index terms

16 Positive subtyping

Martin Hofmann, Benjamin Pierce

January 1995 **Proceedings of the 22nd ACM SIGPLAN-SIGACT symposium on Principles of programming languages**

Full text available: pdf(1.25 MB) Additional Information: full citation, abstract, references, citings, index terms

The statement S≤T in a &lgr;-calculus with subtyping is traditionally interpreted by a semantic coercion function of type [[S]]→[[T]] that extracts the "T part" of an element of S. If the subtyping relation is restricted to covariant positions, this interpretation may be enriched to include both the implicit coercion and an overwriting function put[

17 MODSIM II — a modular, object-oriented language (tutorial session)

Ronald F. Belanger

December 1990 **Proceedings of the 22nd conference on Winter simulation**

Full text available: pdf(644.12 KB) Additional Information: full citation, references, citings, index terms

18 Object-oriented parallel computation for plasma simulation

Charles D. Norton, Boleslaw K. Szymanski, Viktor K. Decyk

October 1995 **Communications of the ACM**, Volume 38 Issue 10

Full text available: pdf(421.61 KB) Additional Information: full citation, abstract, references, citings, index terms

Object-oriented techniques promise to improve the software design and programming process by providing an application-oriented view of programming while facilitating

modification and reuse. Since the software design crisis is particularly acute in parallel computation, these techniques have stirred the interest of the scientific parallel computing community. Large-scale applications of ever-growing complexity, particularly in the physical sciences and engineering, require parallel processin ...

19 Navigation guided by artificial force fields

Dongbo Xiao, Roger Hubbold

January 1998 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Full text available: pdf(979.37 KB) Additional Information: full citation, references, citings, index terms

Keywords: 3D interfaces, collision avoidance, force fields, navigation, virtual environments

20 FEL: the field encapsulation library

Steven Bryson, David Kenwright, Michael Gerald-Yamasaki

October 1996 **Proceedings of the 7th conference on Visualization '96**

Full text available: pdf(661.97 KB) Publisher Site Additional Information: full citation, references, citings, index terms

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... 입력 <html> <head> <title>offsetX, offsetY</title> <script type="text/javascript"> <!- function offsetCoords() { var **offsetInfo** = "" **offsetInfo** = "offsetX ...
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... let fieldInfo = fieldOffsets'cons(hd) let **offsetInfo** = fieldInfo(Offset) !** **offsetInfo** is of type fieldOffset let fieldValue = fieldValues'cons(hd) let ...
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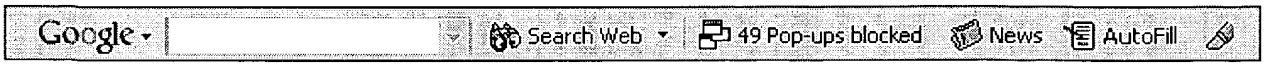

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